

What is claimed is:

(create object representing resource, assign simple name and home, display simple name, possibly display home)

- 5 1. A method for representing a resource in a computing system environment, the method comprising the steps of:

creating an object to represent a resource in the computing system environment;

assigning an object identifier to the object, the object identifier including at least a simple name of the object and a home of the object;

- 10 displaying at least one representation of the object on a graphical user interface, each of the at least one representation of the object including the simple name of the object; and

wherein if a home condition exists for one of the at least one representation of the object displayed on the graphical user interface, the representation of the one of the at least one representation of the object further includes the home of the object, and if a home condition does not exist, the representation of the one of the at least one representation of the object displayed on the graphical user interface does not include the home of the object.

- 20 (Add object into an object hierarchy)

2. The method of claim 1 wherein the step of creating an object includes the step of:

associating the object with at least one location within an object hierarchy such that the object becomes a child object of at least one parent object in the object hierarchy, the object hierarchy representing relationships between resources in the computing

- 25 system environment which are represented by objects in the object hierarchy;

wherein the at least one location to which the object is associated in the object hierarchy includes a home location identifying a home object in object hierarchy under which the object is initially associated as a child object, so as to define a home context for the object; and

wherein the step of assigning the object identifier assigns the home of the object to be the home location identifying the home object for that object in object hierarchy.

(suffix)

- 5 3. The method of claim 2 wherein the step of assigning an object identifier to the object comprises the steps of:

receiving a simple name for the object to uniquely identify that object; and

- 10 assigning a suffix to the home of the object if the home of the object is not unique in the computing system environment, such that object identifiers for objects having a home that is not unique will be different from each other based on the suffix.

(home object)

- 15 4. The method of claim 2 wherein the home location to which the object is associated is a simple name included in an object identifier assigned to the home object associated with that home location, such that if a home condition exists, the at least one representation of the object displayed on the graphical user interface includes the simple name of the object followed by the simple name of the home object associated with the home location of the object.

- 20 (display hierarchy, home condition if out of home context or non-unique)

5. The method of claim 2 wherein the step of a displaying at least one representation of the object on a graphical user interface comprises the step of:

- 25 displaying the object hierarchy on the graphical user interface to convey the relationships between resources in the computing system environment, such that certain of the at least one location of the object in the object hierarchy is displayed on the graphical user interface; and

wherein a home condition exists for one of the at least one representation of the object displayed on the graphical user interface if displaying that representation of the object at that location in the object hierarchy in the graphical user interface causes one of:

- 30 i) the object to be displayed out of a home context of the object; and

ii) the object to be displayed non-uniquely in a context in which the object is displayed;

such that the occurrence of a home condition causes the one of the at least one representation of the object to be displayed in a qualified manner in that location in the object hierarchy in the graphical user interface.

(home condition if user specifies view qualified objects)

6. The method of claim 1 wherein a home condition exists if a user of the graphical user interface indicates that representations of objects are to be displayed on the graphical user interface in a qualified manner, such that the at least one representation of the object displayed on the graphical user interface in a qualified manner includes the simple name of the object followed by the home of the object.

(home object must be first ancestral non-transparent object)

7. The method of claim 2 wherein the home object in the object hierarchy, for which the home location is identified by the home of the object, is a first non-transparent ancestral home object in the object hierarchy.

(Group object)

8. The method of claim 2 wherein the object is a group object created to represent a plurality of related resources in the computing system environment, such that objects in the object hierarchy below the group object share a common relationship to each other identified by the group object.

(Transparent group object)

9. The method of claim 8 wherein:

the group object is a transparent group object having a home identified by the home location of a first non-transparent ancestral home object in object hierarchy under which the transparent group object is initially associated as a descendent child object; and

FOR PAGES 52-59